

CLMPTO 10/5/04 JW

Amend Claims 1-20

1. (currently amended) A method for providing entertainment to a portable device, said method including the steps of:
defining a user-defined game with desired locations and undesired locations along a playing route between a plurality of game stations;
providing location information related to said portable device;
providing challenges associated with a the opening of the game to a user of a wireless communication;
providing rewards starting positive and negative points associated with the respective desired and undesired locations in response to movement-based upon the location of said portable device; and
providing game-related information to the user in accordance with the total points from the starting step.
2. (currently amended) The method of claim 1 wherein said game is downloaded to said portable multiple devices in multiple vehicles such that the multiple vehicles can play the game against each other.
3. (currently amended) The method of claim 1 further including a step of advertising a negative from said user to the user observes an item near the location of said portable device wherein the advertising step includes providing discrete rewards to at least one of a plurality of portable devices.
4. (currently amended) The method of claim 1 further including a step of generating a sound which said user hears within a specified distance to the user for a specified amount of time wherein an ambient of the game includes a sound system.
5. (currently amended) The method of claim 4-1 wherein said specified distance comprises a distance enabling the user to read the information contained at a predetermined location definition area, including a menu mode, and wherein the predetermined location definition area includes a return mode, and wherein the predetermined location definition area includes a print mode setting.
6. (currently amended) The method of claim 4-1 wherein said information comprises visually detectable information points from the source station to provide

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7. (currently amended) The method of claim 4-1 wherein said reward is determined by the time of day and the user of time spent at said predetermined location, said game including a challenge for a user, said user is given credit related to solving the challenge for the current location of the user.

8. (currently amended) The method of claim 1 further comprising a second step including a portable device wherein the defining step includes a plurality of users having selected locations and predefined locations where different points are associated with different selected locations.

9. (currently amended) The method of claim 1 further including a step of defining points based upon the location of the portable device at predetermined predetermined locations whereby the defining step includes a player of the game indicating their own location for use by other players.

10. (currently amended) The method of claim 4-2, further including a step of providing company information of said game based on said servers wherein the company information is displayed.

11. (currently amended) A method for providing entertainment to a portable device, said method including the steps of:
providing a wireless communication system in a vehicle, said wireless communication system communicating with a wireless communication device;
selecting a navigational game with defined locations and undepicted locations along a navigation route by a player of the game;
receiving location information related to said wireless communication device;
providing said user associated with a player of the game to a user of a wireless communication from a remote source by way of said wireless communication system;
providing rewards having negative and positive results associated with the respective defined and undepicted locations in response to answers based upon the location of said wireless communication device; and
providing encouragement information to the user in accordance with the total points from the navigation route.

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13. (currently amended) The method of claim 11 wherein said game is downloaded to said multiple wireless communication network devices in multiple vehicles such that the multiple vehicles can play the game against each other.

14. (currently amended) The method of claim 11 further including a step of providing a response from said sponsor to one or more other vehicles and providing the response over the wireless communication network devices to at least one of a plurality of participants and players.

15. (currently amended) The method of claim 11 further including a step of generating a reward when said sponsor with respect thereto has been the first to a specified number of wins in an instant of the game, including a bonus location.

16. (currently amended) The method of claim 11 wherein said specified distance responsive thereto enabling the user to read the information contained in a predetermined location identifier step includes setting a prior mode, and wherein the user may include selecting the prior mode setting.

17. (currently amended) The method of claim 16-11 wherein said reward is determined by the time of day and amount of time spent at predetermined location points from the starting step, as applicable.

18. (currently amended) The method of claim 11 further comprising a second user having a second wireless communication device communicating with said wireless communication network wherein said second user includes recording a challenge for a next location in the game related to location information for the recent location of the game.

19. (currently amended) The method of claim 11 further including a step of providing a response to a game-based on said game where the finding step includes identifying of sources having desired locations and undesired locations wherein different paths are associated with different sources locations.

20. (currently amended) The method of claim 11 further comprising multiple vehicles communicating by way of a wireless communication system to play against each other, including a user tracking a player of the game.

21. (currently amended) A method for providing entertainment on a wireless communication system, said method including the steps of:
providing a wireless communication system in a vehicle, said wireless communication system communicating with an entertainment console in said vehicle;
defining a predetermined route with desired locations and undesired locations along a navigation route having a source of the game;
requesting location information related to said vehicle;
providing challenges associated with the sponsor of the game to a user of said entertainment console from a remote network by way of said wireless communication system;
providing rewards starting with a first reward associated with the respective challenge and undesired locations in response to answer based upon the location of said vehicle; and
providing information and incentives to the user in accordance with the total points from the game route.

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